

Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game system performing image generation, comprising:
a memory which stores a program and data for image generation; and
at least one processor which is connected to the memory and performs processing for image generating,
the processor comprising:
an intermediate buffer drawing ~~section~~means which temporarily draws an image of a geometry-processed object in an intermediate buffer in place of drawing the image in a frame buffer; and
a frame buffer drawing ~~means~~section which draws ~~for drawing~~ the image of the geometry-processed object drawn in the intermediate buffer from the intermediate buffer into the frame buffer.
2. (Currently Amended) The game system according to claim 1,
wherein into the frame buffer, the frame buffer drawing ~~means~~section draws a primitive surface of which drawing positions is specified based on three-dimensional information of the object and on which the image of the geometry-processed object drawn in the intermediate buffer is texture-mapped.
3. (Currently Amended) The game system according to claim 2,
wherein when a plurality of primitive surfaces corresponding to a plurality of objects are to be drawn into the frame buffer, the frame buffer drawing ~~means~~section performs hidden-surface removal between the primitive surfaces based on the depth values of the respective primitive surfaces.

4. (Currently Amended) The game system according to claim 2,
wherein the frame buffer drawing ~~means~~section draws a plurality of primitive surfaces of which drawing positions are specified based on the three-dimensional information of one object into the frame buffer, and makes images texture-mapped over the plurality of primitive surfaces different from one another.

5. (Currently Amended) The game system according to claim 1, further comprising ~~means for performing~~an image effect section which performs a given image effect processing on the image on the intermediate buffer before the image drawn in the intermediate buffer is drawn in the frame buffer.

6. (Currently Amended) The game system according to claim 1, further comprising ~~means for synthesizing~~an image synthesizing section which synthesizes an image drawn in the intermediate buffer at a present frame with another image drawn in the intermediate buffer at a past frame before the image drawn in the intermediate buffer is drawn in the frame buffer.

7. (Currently Amended) The game system according to claim 1, further comprising an image synthesizing section which synthesizes~~means for synthesizing~~ an image drawn in the intermediate buffer with another image drawn in the frame buffer before the image drawn in the intermediate buffer is drawn in the frame buffer.

8. (Currently Amended) The game system according to claim 1,
wherein the intermediate buffer drawing ~~means~~section draws the image of the geometry-processed object in the intermediate buffer for each discrete frame.

9. (Currently Amended) The game system according to claim 8,
wherein when the images of plural geometry-processed objects are drawn in the intermediate buffer, the intermediate buffer drawing ~~means~~section draws an image of the K-th object in the intermediate buffer at the N-th frame and draws an image of the L-th object

in the intermediate buffer at the (N+1)-th frame without drawing the image of the K-th object in the intermediate buffer.

10. (Currently Amended) A computer-usable program embodied on an information storage medium or in a carrier wave, the program comprising a processing routine for a computer to realize:

an intermediate buffer drawing meanssection which temporarily draws an image of a geometry-processed object in an intermediate buffer in place of drawing the image in a frame buffer; and

a frame buffer drawing meanssection ~~for drawing~~ which draws the image of the geometry-processed object drawn in the intermediate buffer from the intermediate buffer into the frame buffer.

11. (Currently Amended) The program according to claim 10, wherein into the frame buffer, the frame buffer drawing meanssection draws a primitive surface of which drawing positions is specified based on three-dimensional information of the object and on which the image of the geometry-processed object drawn in the intermediate buffer is texture-mapped.

12. (Currently Amended) The program according to claim 11, wherein when a plurality of primitive surfaces corresponding to a plurality of objects are to be drawn into the frame buffer, the frame buffer drawing meanssection performs hidden-surface removal between the primitive surfaces based on the depth values of the respective primitive surfaces.

13. (Currently Amended) The program according to claim 11, wherein the frame buffer drawing meanssection draws a plurality of primitive surfaces of which drawing positions are specified based on the three-dimensional information

of one object into the frame buffer, and makes images texture-mapped over the plurality of primitive surfaces different from one another.

14. (Currently Amended) The program according to claim 10, further comprising a processing routine for a computer to realize ~~means for performing~~an image effect section which performs a given image effect processing on the image on the intermediate buffer before the image drawn in the intermediate buffer is drawn in the frame buffer.

15. (Currently Amended) The program according to claim 10, further comprising a processing routine for a computer to realize an image synthesizing section which synthesizes~~means for synthesizing~~ an image drawn in the intermediate buffer at a present frame with another image drawn in the intermediate buffer at a past frame before the image drawn in the intermediate buffer is drawn in the frame buffer.

16. (Currently Amended) The program according to claim 10, further comprising a processing routine for a computer to realize an image synthesizing section which synthesizes~~means for synthesizing~~ an image drawn in the intermediate buffer with another image drawn in the frame buffer before the image drawn in the intermediate buffer is drawn in the frame buffer.

17. (Currently Amended) The program according to claim 10,
wherein the intermediate buffer drawing ~~means~~section draws the image of the geometry-processed object in the intermediate buffer for each discrete frame.

18. (Currently Amended) The program according to claim 17,
wherein when the images of plural geometry-processed objects are drawn in the intermediate buffer, the intermediate buffer drawing ~~means~~section draws an image of the K-th object in the intermediate buffer at the N-th frame and draws an image of the L-th object in the intermediate buffer at the (N+1)-th frame without drawing the image of the K-th object in the intermediate buffer.

19. (Original) An image generation method for generating an image, comprising steps of:

temporarily drawing an image of a geometry-processed object in an intermediate buffer in place of drawing the image in a frame buffer; and
drawing the image of the geometry-processed object drawn in the intermediate buffer from the intermediate buffer into the frame buffer.

20. (Original) The image generation method according to claim 19,
wherein a primitive surface, of which drawing positions is specified based on three-dimensional information of the object and on which the image of the geometry-processed object drawn in the intermediate buffer is texture-mapped, is drawn into the frame buffer.

21. (Original) The image generation method according to claim 20,
wherein when a plurality of primitive surfaces corresponding to a plurality of objects are to be drawn into the frame buffer, hidden-surface removal between the primitive surfaces is performed based on the depth values of the respective primitive surfaces.

22. (Original) The image generation method according to claim 20,
wherein a plurality of primitive surfaces of which drawing positions are specified based on the three-dimensional information of one object are drawn into the frame buffer, and images texture-mapped over the plurality of primitive surfaces are different from one another.

23. (Original) The image generation method according to claim 19,
wherein a given image effect processing on the image on the intermediate buffer is performed before the image drawn in the intermediate buffer is drawn in the frame buffer.

24. (Original) The image generation method according to claim 19,
wherein an image drawn in the intermediate buffer at a present frame is
synthesized with another image drawn in the intermediate buffer at a past frame before the
image drawn in the intermediate buffer is drawn in the frame buffer.
25. (Original) The image generation method according to claim 19,
wherein an image drawn in the intermediate buffer is synthesized with another
image drawn in the frame buffer before the image drawn in the intermediate buffer is drawn
in the frame buffer.
26. (Original) The image generation method according to claim 19,
wherein the image of the geometry-processed object in the intermediate buffer
is drawn for each discrete frame.
27. (Original) The image generation method according to claim 26
wherein when the images of plural geometry-processed objects are drawn in
the intermediate buffer, an image of the K-th object in the intermediate buffer is drawn at the
N-th frame and an image of the L-th object in the intermediate buffer is drawn at the (N+1)-th
frame without drawing the image of the K-th object in the intermediate buffer.